

AvatarSEN

PROJECT NO. 2023-1-CY01-KA220-5CH-000156226

ENHANCING READING COMPREHENSION IN SEN STUDENTS WITH PARTIAL MENTAL DISABILITY



AvatarSEN is an innovative school project co-funded by the European Union, dedicated to revolutionizing education for students with special educational needs (SEN). Through personalized avatars, interactive reading materials, and cutting-edge technology, project partners from Cyprus, Greece, Turkey, Spain, and Poland aim to reshape the learning experience to cater to individual needs and enhance education. Work package 2 of the project aims to establish an evidence-based foundation for developing avatars and interactive reading materials by conducting international research. Let's have a closer look.

USE OFAVATAR-BASED INTERVENTIONS.

SEN students face challenges in reading comprehension due to cognitive, linguistic, and sensory impairments. Avatarbased interventions may assist as a tool to overcome these challenegs.



WP2

Partners of AVATARSEN collaborated on the data collection for a comprehensive understanding of avatar use, the challenges in Cyprus, Spain, Greece, Poland, Turkey and European wide to identify recommendations.

COMMON

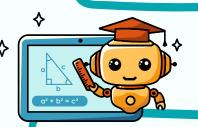
Limitations in access to avatar-based interventions.

Lack of skills for effective avatar integration.

Budget limitations

Challenges in tailoring interventions to

diverse cultures.



WHY?

The research aimed to create the baseline of a practical guide with actionable recommendations that will be created under WP2 of the AvatarSEN project. This guide will translate research findings into pragmatic steps to create inclusive learning environments using avatars and promote success for SEN students.



IDENTIFIED RECOMMENDATIONS:

Avatar Customization

Interactive Learning

Continous Teacher Training

Accessibility

Cultural Diversity

Ethical Use

Parent Involvement

International Cooperation





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